

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (previously amended) A gaming system comprising:

a display for displaying a game;

a memory for, at least, controlling a game played on the gaming system;

processing circuitry connected to receive instructions from the memory and to output signals for controlling the display; and

a border at least partially surrounding the display, the border comprising a plurality of lamps of multiple colors, the lamps being selectively illuminated, pursuant to signals from the processing circuitry, to create a plurality of visual effects that do not affect an outcome of the game and that change based on variable aspects of the gaming machine during operation, during operation being a time when the gaming system is actively being played.

2. (original) The gaming system of Claim 1 wherein the lamps comprise light emitting diodes.

3. (original) The gaming system of Claim 2 wherein the light emitting diodes are red, blue, and green light emitting diodes.

4. (original) The gaming system of Claim 1 wherein the border further comprises a semi-transparent cover covering the lamps.

5. (original) The gaming system of Claim 4 wherein the cover comprises a light diffuser.

6. (original) The gaming system of Claim 1 wherein said processing circuitry comprises a border controller, said system further comprising a plurality of conductors connecting the lamps to the border controller.

7. (previously amended) The gaming system of Claim 1 wherein the memory contains instructions for carrying out the following method performed by the gaming system:

displaying a first screen of a game on the display;

activating lamps in the border in a first manner;

receiving an instruction from a player;

determining an outcome of the game following the instruction; and

activating lamps in the border in a second manner, different from the first manner, when the outcome is a winning outcome.

8. (original) The gaming system of Claim 7 wherein the memory contains instructions for carrying out the following method performed by the gaming machine:

activating lamps in the border in a third manner, different from the first manner and second manner, when the outcome is a losing outcome.

9. (previously amended) The gaming system of Claim 1 wherein the memory contains instructions for carrying out the following method performed by the gaming machine:

displaying a first screen of a game on a first portion of the display;

activating a first portion of the lamps in the border, wherein the first portion of lamps are adjacent to the first portion of the display;

displaying a second screen of a game on a second portion of the display; and

activating a second portion of the lamps in the border, wherein the second portion of the lamps is adjacent to the second portion of the display.

10. (original) The gaming system of Claim 1 wherein the memory contains instructions for carrying out the following method performed by the gaming machine:

activating at least a portion of the lamps in the border; and

determining the brightness of the activated lamps based on an amount bet by a player.

11. (original) The gaming system of Claim 1 wherein the memory contains instructions for carrying out the following method performed by the gaming machine:

activating at least a portion of the lamps in the border; and

determining the brightness of the activated lamps based on a number of activated pay lines.

12. (cancelled)

13. (original) The gaming system of Claim 1 wherein said display comprises a video display.

14. (original) The gaming system of Claim 1 wherein the processing circuitry comprises a border driver connected to the border.

15. (original) The gaming system of Claim 13 wherein the processing circuitry comprises a CPU coupled to the memory.

16. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise changes in a status of the gaming system.

17. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise changing aspects of a game being played on the gaming system.

18. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise a jackpot being obtained by a player.

19. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise at least one reel spinning.

20. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise a win by a player requiring an attendant to attend to the player.

21. (original) The gaming system of Claim 1 wherein the gaming system comprises a plurality of linked gaming machines, and wherein the variable aspects of the gaming system comprise a win by a player on one of the linked machines causing the lamps on the one of the linked machines to be illuminated in a manner to distinguish the one of the linked machines from the remainder of the machines.

22. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise the start of a competitive game in a plurality of linked gaming machines.

23. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise when a coin hopper or bill stacker in the gaming system is full or empty.

24. (original) The gaming system of Claim 1 wherein the variable aspects of the gaming system comprise when there is a malfunction of the gaming system.

25. (currently amended) A method performed by a plurality of gaming machines linked together, the gaming machines having a plurality of lamps of different colors forming a border at least partially surrounding a display of the gaming machine, the display for displaying a game, the method comprising:

receiving signals by each linked gaming machine;

selectively illuminating the lamps in the border of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature to create a plurality of visual effects that do not affect an outcome of the game and that change based on aspects of the gaming machine during operation, during operation being a time when the gaming system is actively being played.

26. (previously amended) The method of Claim 25 further comprising:

displaying a first screen of a game;

activating lamps in the border in a first manner that does not affect an

outcome of the game;

receiving an instruction from a player;

determining an outcome of the game following the instruction; and

activating lamps in the border in a second manner that does not affect an outcome of the game, different from the first manner, when the outcome is a winning outcome.

27. (original) The method of Claim 26 further comprising:

activating lamps in the border in a third manner, different from the first manner and second manner, when the outcome is a losing outcome.

28. (original) The method of Claim 25, further comprising:

displaying a first screen of a game on a first portion of the display;

activating a first portion of the lamps in the border, wherein the first portion of lamps are adjacent to the first portion of the display;

displaying a second screen of a game on a second portion of the display; and

activating a second portion of the lamps in the border, wherein the second portion of the lamps are adjacent to the second portion of the display.

29. (original) The method of Claim 25, further comprising:

activating at least a portion of the lamps in the border; and

determining the brightness of the activated lamps based on an amount bet by a player.

30. (original) The method of Claim 25, further comprising:

activating at least a portion of the lamps in the border; and

determining the brightness of the activated lamps based on a number of

activated pay lines.

31. (cancelled)

32. (cancelled)

33. (currently amended) The gaming system of Claim ~~32~~ 25, wherein the border comprises a plurality of lamps extending around adjacent sides of the display.

34. (previously amended) The method of Claim 25, wherein selectively illuminating the lamps in the border comprises selectively illuminating a plurality of lamps in a border along at least two sides of the display.

35. (previously amended) The method of Claim 34, wherein selectively illuminating the lamps in the border comprises selectively illuminating a plurality of lamps along at least two adjacent sides of the display.

36. (new) The method of Claim 25 wherein selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines to signal the beginning of a competitive game

37. (new) The method of Claim 25 wherein the linked gaming machines are associated with a common jackpot, and wherein selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines to indicated that the linked gaming machines are associated with a common jackpot.

38. (new) The method of Claim 25 wherein selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines in a sequential manner.

39. (new) The method of Claim 25 wherein selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that

the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines in a same way.

40. (new) The method of Claim 25 wherein the lamps are arranged one at least one side of the display.

41. (new) The method of Claim 25 wherein the linked gaming machines have a common jackpot, and wherein selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines to signal the beginning of a jackpot game.

42. (new) The method of Claim 25 selectively illuminating the lamps in the borders of the linked gaming machines in a coordinated manner to indicate to players that the gaming machines are linked and share a common feature comprises illuminating the lamps in the linked gaming machines in a pattern, wherein one or more of the linked gaming machines is indicated by the illumination of lamps as a winning machine in accordance with the pattern.

43. (new) The method of Claim 25 further comprising selectively illuminating the lamps of a particular gaming machine for a common game among the linked gaming machines to indicate that the particular gaming machine has won the common game.